

SUB REBELLION™



**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

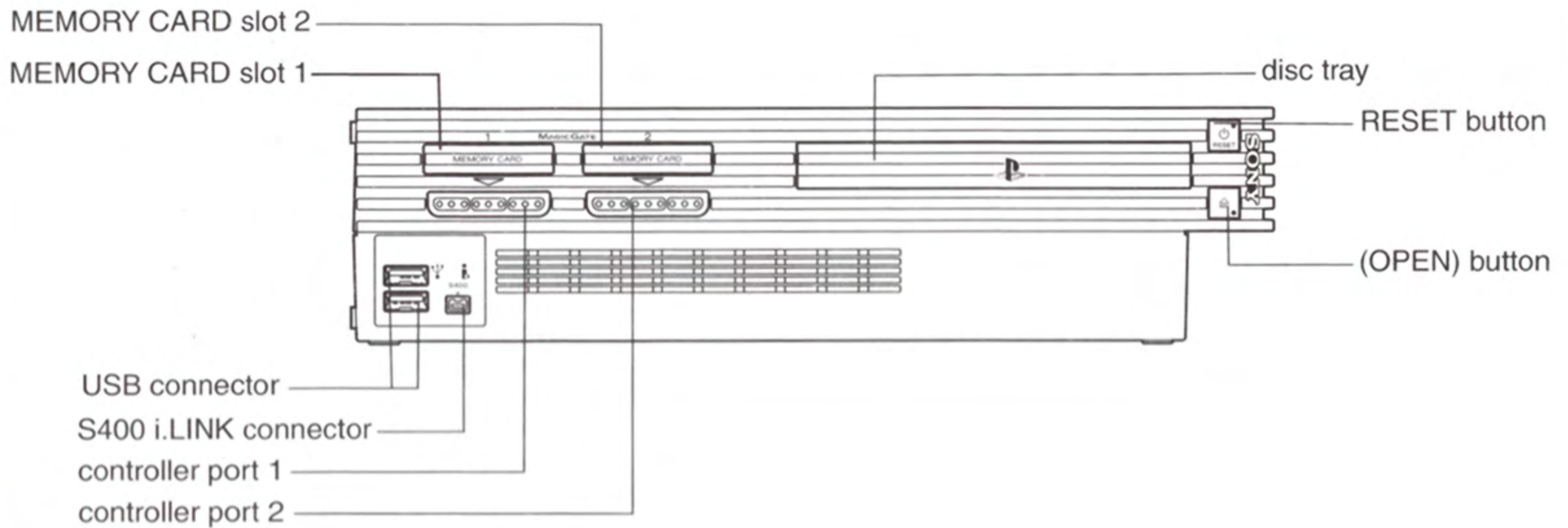
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

GETTING STARTED	02
CONTROL	03
DEEP REVENGE	05
STARTING	06
MAIN MENU	08
GAME SCREEN	10
WEAPONS	12
SETTINGS	14
SEARCH	15
OPTIONS	16
STAGES	17
ALLIANCE	18
EMPIRE	20
GUARDIAN	22
TECHNIQUES	23
CREDITS	24

GETTING STARTED



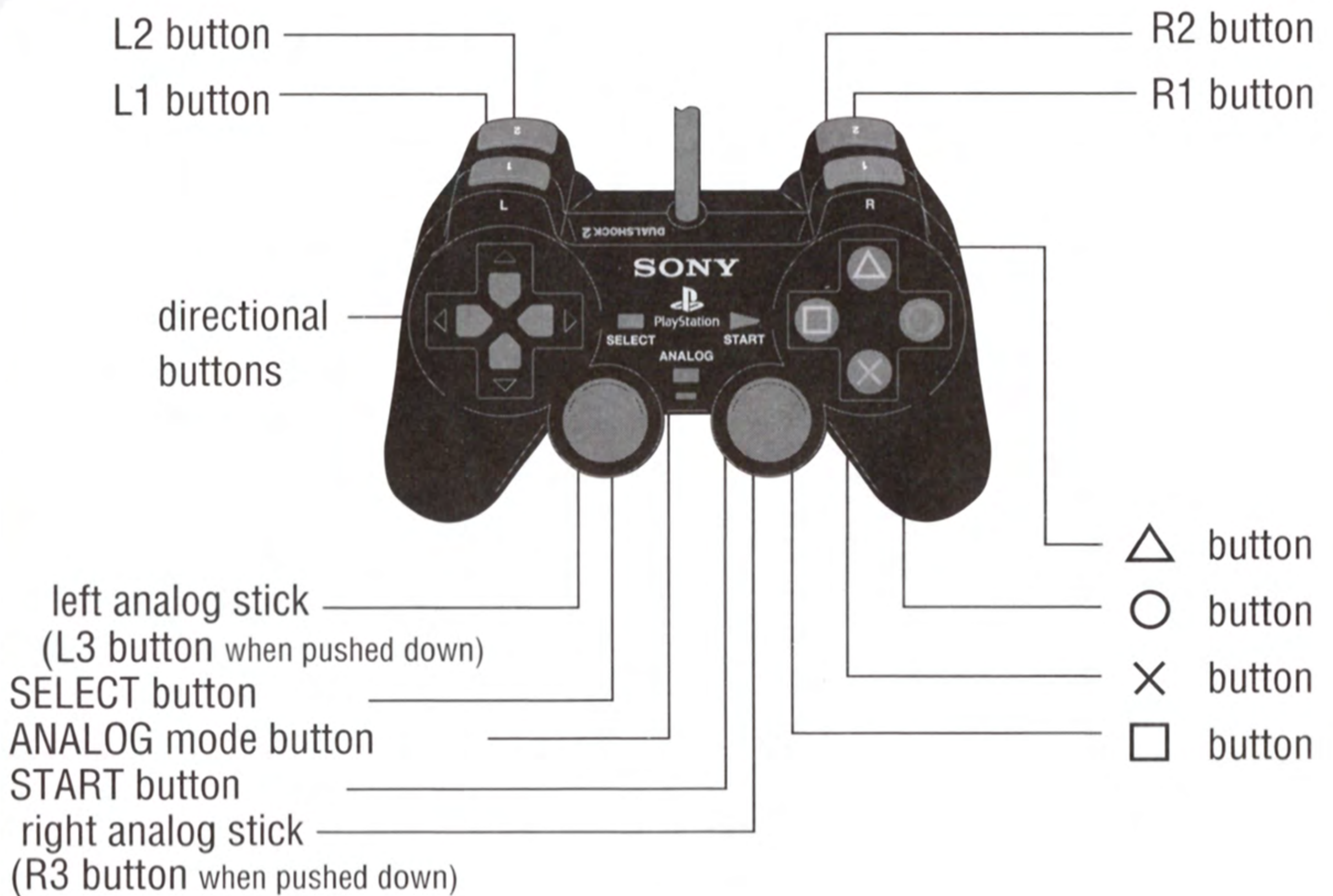
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Sub Rebellion™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

This title supports only MEMORY CARD slot 1.

CONTROL

There are three controller configuration types: A, B and C. The default setting is type A.

DUALSHOCK®2 analog controller



* This software is compatible with the DUALSHOCK®2 analog controller's vibration function. The LED indicator is always lit when the system is ON. The vibration function can be toggled ON/OFF via the OPTION settings in the Main menu (See page 6), "OPTION" in the Base menu (see page 9), or "Vibration" in the Pause menu (page 11). The button configuration can be changed via "Controller" in "OPTION" (page 16).

* This software is compatible with the DUALSHOCK® analog controller. Operation function is the same as with the DUALSHOCK®2 analog controller.

CONTROL TYPES

Type A

L1 button:	Forward	R2 button:	Descend
L2 button:	Backward	R1 button:	Ascend
Left analog stick:	Nose control	Right analog stick:	Camera Control
Directional button-Up:	Up (Menu)	⊗	Sonar/Confirm (Menu)
Directional button-Down:	Down (Menu)	⊙	Surface/Submerge
Directional button-Left:	Left (Menu)	⊕	Special Weapon (in game)
Directional button-Right:	Right (Menu)		Cancel (Menu)
START button:	Pause	■	Gun/Torpedo (Hold button)
SELECT button:	Change View	R3 button:	Rear view

Type B

L1 button:	Backward	R2 button:	Ascend
L2 button:	Descend	R1 button:	Forward
Left analog stick:	Nose control	Right analog stick:	Camera Control
Directional button-Up:	Up (Menu)	⊗	Sonar/Confirm (Menu)
Directional button-Down:	Down (Menu)	⊙	Surface/Submerge
Directional button-Left:	Left (Menu)	⊕	Special Weapon (in game)
Directional button-Right:	Right (Menu)		Cancel (Menu)
START button:	Pause	■	Gun/Torpedo (Hold button)
SELECT button:	Change View	R3 button:	Rear view

Type C

L1 button:	Ascend	R2 button:	Backward
L2 button:	Descend	R1 button:	Forward
Left analog stick:	Nose control	Right analog stick:	Camera Control
Directional button-Up:	Up (Menu)	⊗	Sonar/Confirm (Menu)
Directional button-Down:	Down (Menu)	⊙	Surface/Submerge
Directional button-Left:	Left (Menu)	⊕	Special Weapon (in game)
Directional button-Right:	Right (Menu)		Cancel (Menu)
START button:	Pause	■	Gun/Torpedo (Hold button)
SELECT button:	Change View	R3 button:	Rear view

An Ultra-Ancient Civilization

Mysteriously, many prehistoric artifacts share common traits, even though they're found in widely different parts of the world. Many archaeologists believe that there may have been a highly advanced civilization that influenced the owners of these artifacts. If that is true, why has their knowledge disappeared?



Change

October 2139 A.D. A sudden yet enormous movement of the earth's crust has brought an unprecedented series of disasters upon humankind. The abrupt occurrence of abnormalities in the earth's mantle flow, caused by magnitude 10 earthquakes, has forced the ground to split in two after a series of devastating seismic events. . . Nearly all the land on earth is now underwater, and most of civilization has been submerged and reduced to rubble. Countless people have died, and in the wake of the disaster the survivors have dreamed of a glorious past while trying to live out their days amid the "survival of the fittest."

The Empire

August 2145 A.D. The main method of transportation in the submerged world is a submarine with precise navigation. The submarine's abilities have advanced rapidly; however, technological advances in a lawless world have brought forth a new group of ambitious rogues. TWA, a weapon-manufacturing corporation, has established an entity known as the "Meluguis Empire." The Empire has in turn organized numerous submarine fleets, and has raided resources and food from the remaining land. People who've grown tired of the exploitation have established the "Allied Forces" in order to confront the Empire.

Chronos

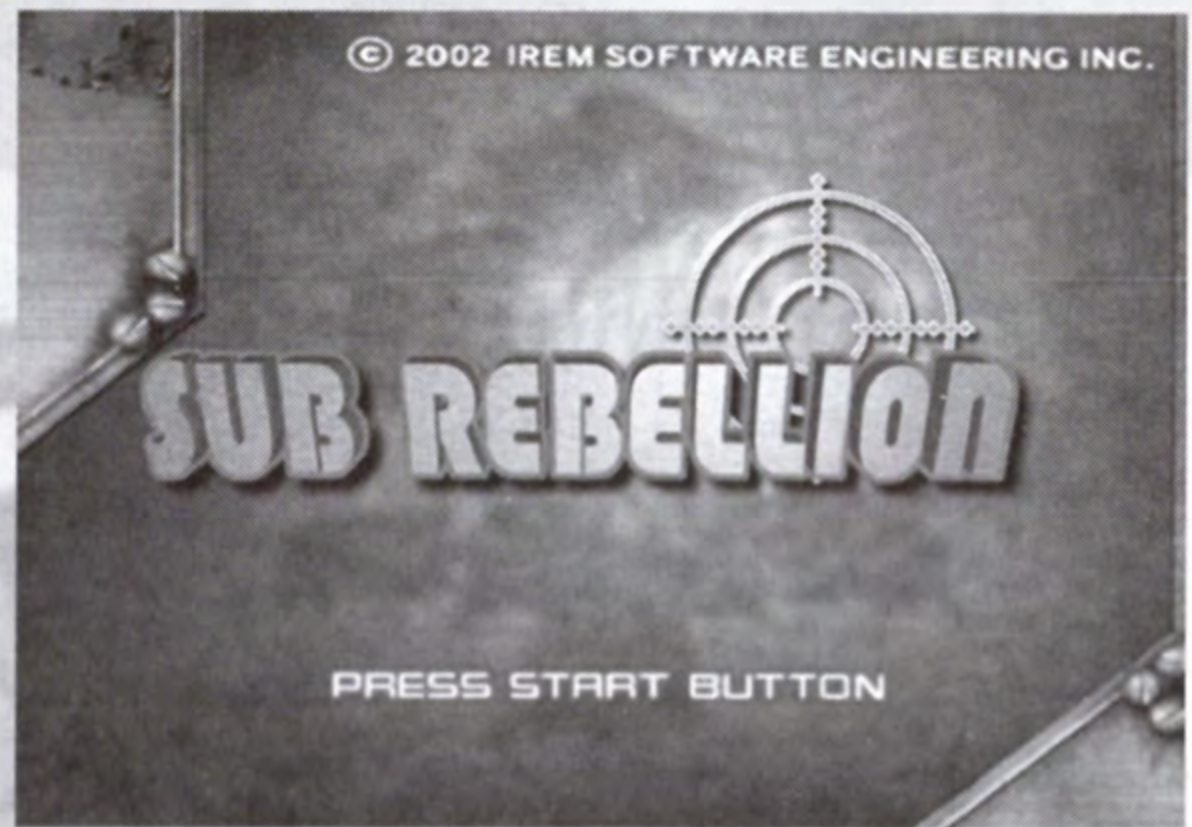
Both sides are very close in terms of fighting power. Yet, the mineral resources of the Empire, which occupies most of the remaining land, far surpass those of the Allied Forces. It was that power in resources that has driven Allied Forces into a defensive mode of operation. Based on a new combat theory proposed by the loner scientist Rumford Devon, the Allied Forces developed the "Chronos," a battle submarine with considerable search and evasion abilities. The final battle against the Empire has begun.

STARTING

After the opening movie (you can skip it by pressing the START button), the START button will bring you to the Main Menu.

TITLE SCREEN

Difficulty can be selected using the directional buttons or left analog stick. Choose from EASY, NORMAL or HARD and confirm your choice with the **X** button.



NEW GAME

Start a new game. (see page 7.)

CONTINUE

If the MEMORY CARD (8MB)(for PlayStation®2) contains saved data, continue will be displayed. Highlight "CONTINUE" with the directional buttons or the left analog stick and press the **X** button to resume a previous game. (For further details see page 7.)

* Saved data is loaded during game startup.

OPTION

CONTROLLER: Configures the controller

SOUND: Configures background music and sound effects

SCREEN: Adjusts the screen position

BACK: Returns to the Title menu



GAME PROCEDURES

If you select NEW GAME or CONTINUE, after the opening movie (if NEW GAME was selected), the Base menu (see page 8) appears. (You can skip the opening movie by pressing the START button.)



Use the directional buttons or the left analog stick in the Base menu (see page 8) to select the WORLD MAP and confirm with the **X** button. Select a mission point in the WORLD MAP. (If this is a new game, only one mission point will be available.) Use the directional buttons or the left analog stick to select the mission point and confirm your choice with the **X** button.



Mission requirements and so forth will be explained in BRIEFING (which can be skipped by pressing the START button). Once the mission has been explained, select ASSAULT using the directional buttons or the left analog stick, and confirm your choice with the **X** button. This will start your mission.



After completing your mission, the screen shifts to MISSION COMPLETE, where the score, reward, ranking, etc., are displayed. If the Shield Gauge reaches 0 or if the mission requirements have not been met, the result is MISSION FAILURE and you return to the Base menu. (See page 8.)



MAIN MENU

Select NEW GAME or CONTINUE from the main menu (page 6) (after the opening movie, if this is a new game) to shift to the Base menu.

BASE MENU

[1] Excavation Rate

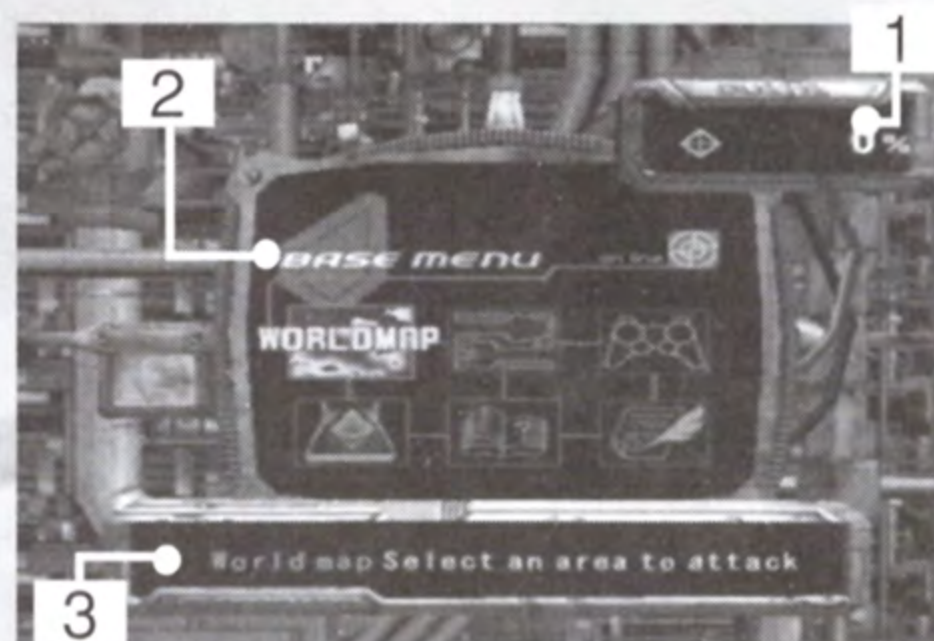
The ratio of discovered treasures.

[2] Main Window

Various items can be selected. Use the directional buttons or the left analog stick to select, and confirm your choice with the **X** button.

[3] Message Window

Describes the item selected.



When you accomplish a mission, a new mission will be added. Missions are categorized by areas using different colors. A new mission is shown by a large dot, cleared mission can be played again.

[4] Excavation Status Display Window

Displays the treasure discovery status.

[5] Cursor

This is controlled via the directional buttons or left analog stick.

[6] Message Window

Describes the selected mission

[7] Mission Clear Data Display

Displays rank, clear time, remaining shield, the treasure recovery rate and enemy kill ratio. This window will display NEW if the mission has been cleared.



By selecting a mission in WORLD MAP you'll enter the BRIEFING, where mission requirements and so forth are explained. (BRIEFING can be skipped by pressing the START button.) Once the mission has been explained, it is still possible to change your equipment in SETTING. (See page 9.) Use the directional buttons or the left analog stick to select, and confirm your choice with the **X** button.

ASSAULT: Starts the mission

SETTING: Equipment can be purchased and changed.

BACK: Returns to WORLD MAP

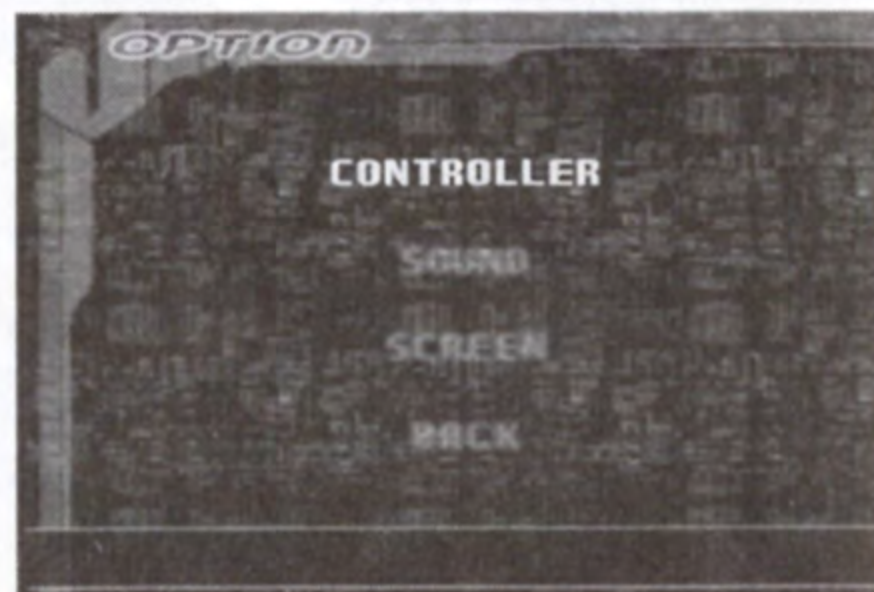




Equipment can be purchased and/or changed.
(See page 14.)



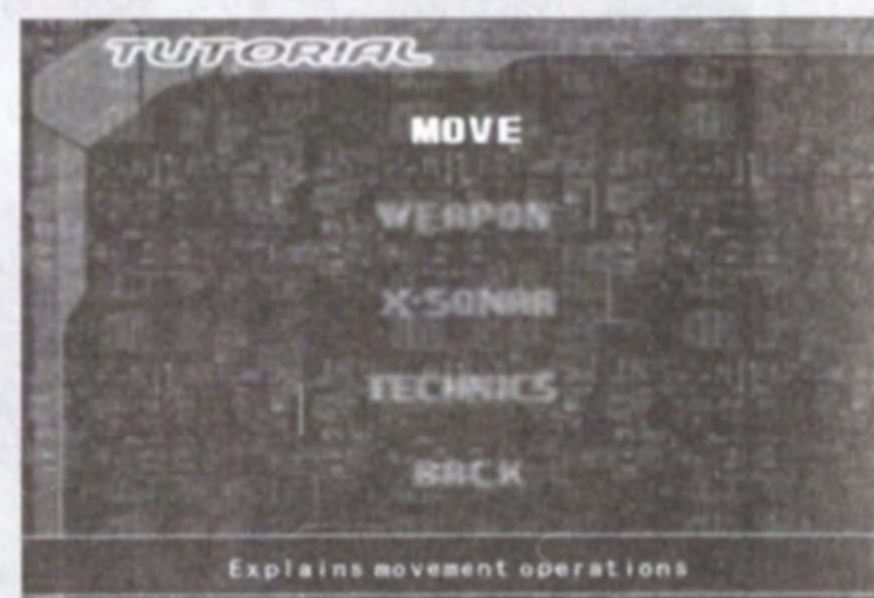
Various settings can be changed. (See page 16.)



This displays the list of discovered treasures
(page 15).



MOVE: Explains how to move the vessel
WEAPON: Explains how to use the weapons
X-SONAR: Describes how the X-Sonar works
TECHNIQUES: Explains various tactical moves
BACK: Returns to the Base menu.



Saves data. Data can be saved by pressing the **X** button. A memory card (8MB)(for PlayStation®2) is required for the saving of data. This title only supports MEMORY CARD slot 1. At least 76KB of empty space is required in order to save data.



GAME SCREEN

Below is a description of the messages displayed on the screen.

GAME SCREEN

[1] Special Weapon Display

The special weapon (see page 13) currently equipped is displayed.

[2] Torpedo Launcher Tube Display

Green indicates that the tube is Loading. Yellow means the tube is ready to fire.

[3] Shield Gauge

Displays the remaining amount of shield for your vessel.

[4] Radar

When you use the X-Sonar, enemies (yellow), enemy torpedoes (orange), the target (red), target direction (red arrow), and friendlies (light blue) are displayed for a certain period of time.

[5] Speed Display

Displays the vessel's current speed

[6] Depth Gauge

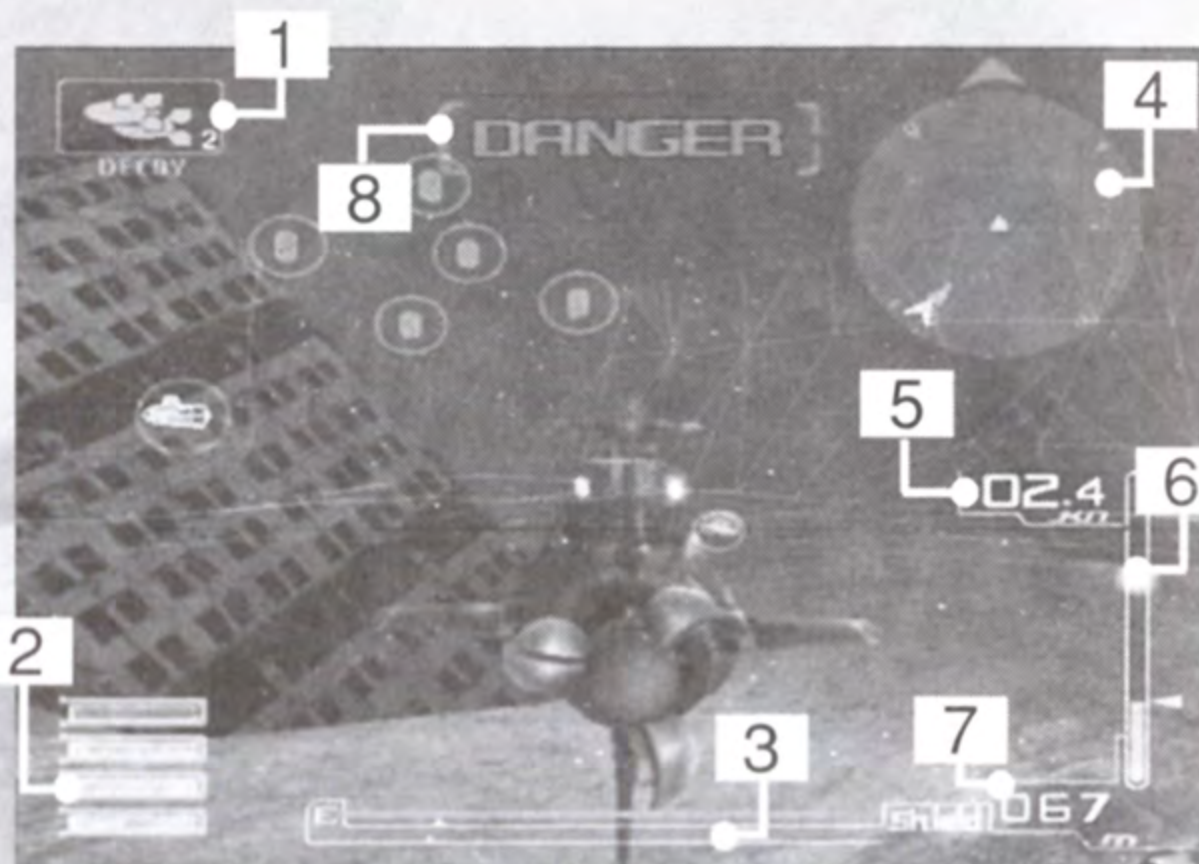
Displays the vessel's current depth via a gauge. Submerging below a certain depth causes damage to the vessel.

[7] Depth Display

Displays the current depth of the vessel numerically. Submerging below a certain depth causes damage to the vessel.

[8] Warning Message

"CAUTION" is displayed if the enemy radar picks you up. "DANGER" is displayed if you're being pursued by an enemy torpedo.



Using X sonar you can not only observe the area around your vessel but can also detect the direction of your target, enemy locations, enemy behind objects and buried treasures.

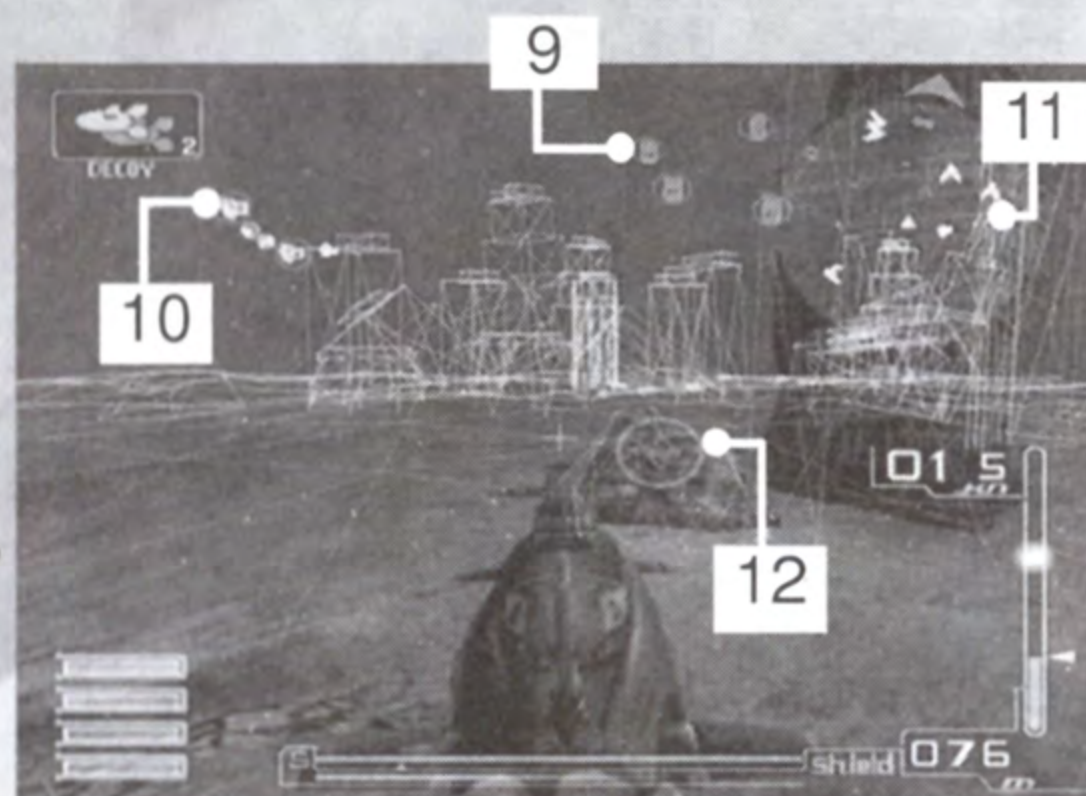
[9] Target

[10] Enemy Display

[11] Target Direction

[12] Buried Treasure

Artifacts from the Ultra-Ancient Civilization, are often buried underground.

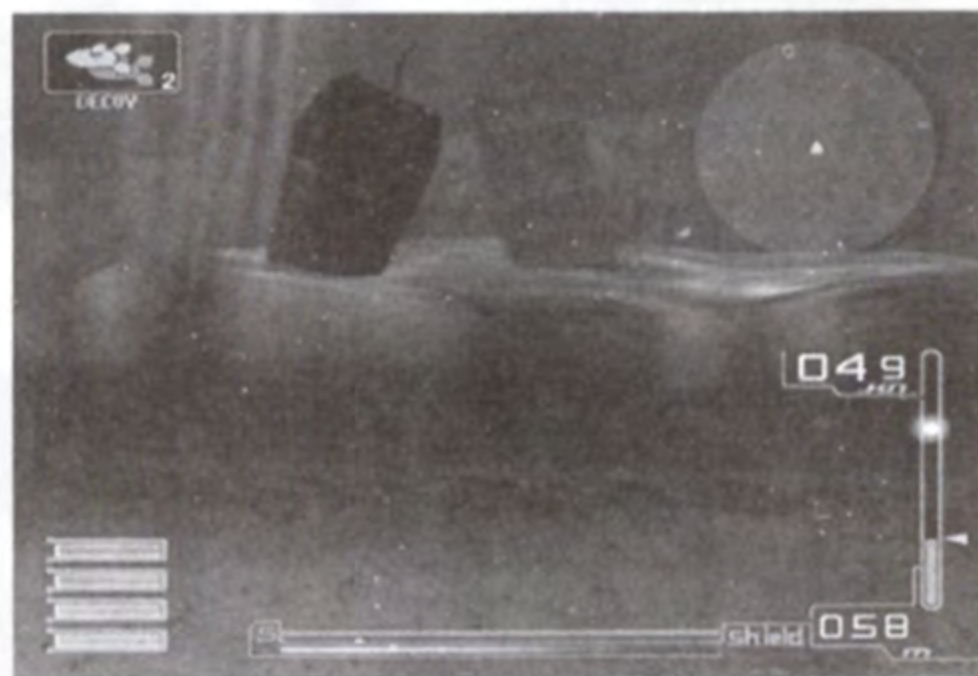


CHANGING PERSPECTIVE

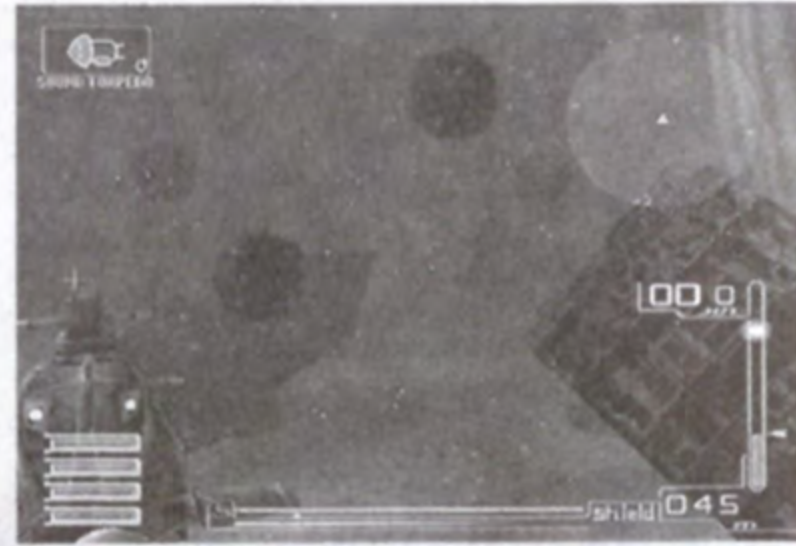
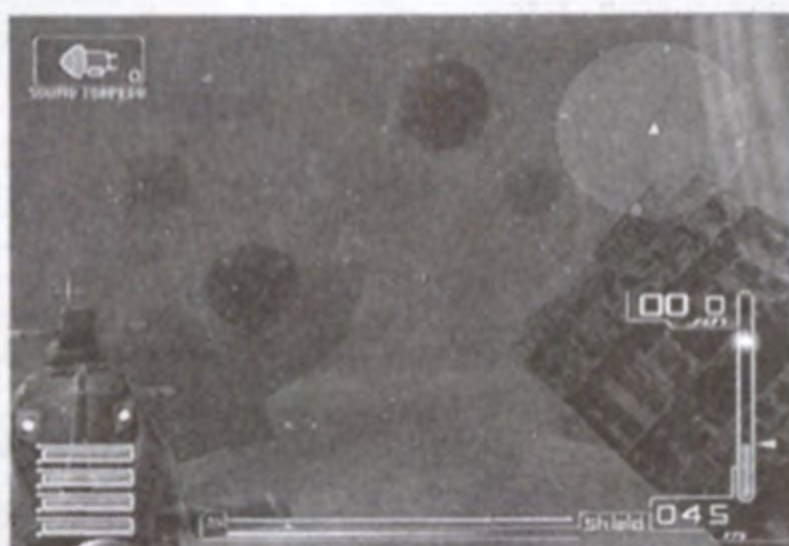
Viewpoint can be changed.



By pressing the SELECT button, you can play the game from the nose view. Pressing the button again will return you to the regular view.



If you move the right analog stick, the camera moves so that you can check your surroundings.



Pressing the R3 button allows you to check your rear view.

PAUSE MENU

Pressing the START button during the game will bring you to the Pause menu. To resume the game, press the START button in the Pause menu. Select an item using the directional buttons or the left analog stick, and confirm your choice with the **X** button.

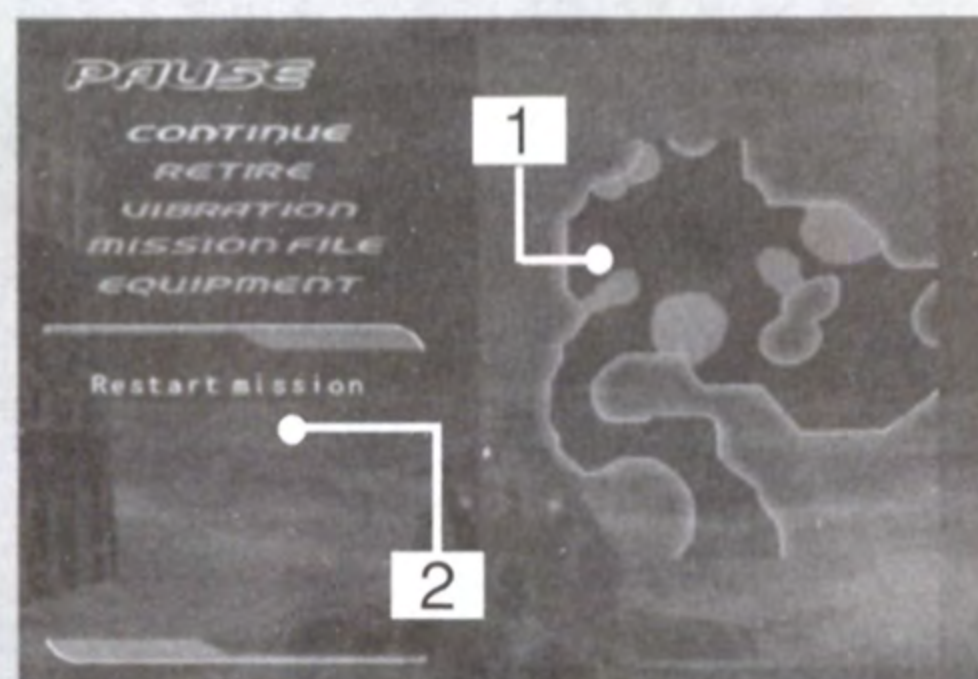
CONTINUE: Resumes the mission

RETIRE: Aborts the mission

VIBRATION: Switches the Vibration function on or off

MISSION FILE: Displays the objective of the mission

EQUIPMENT: Displays the vessel's current equipment



[1] Map

Displays a map of the mission area. Your vessel is displayed in red.

[2] Message Window

Displays an explanation of the selected item

WEAPONS


There are normal weapons and special weapons. Use them effectively, in accordance with circumstances. The discovery of buried treasure (see page 15) sometimes results in the development of new, highly advanced weapons.

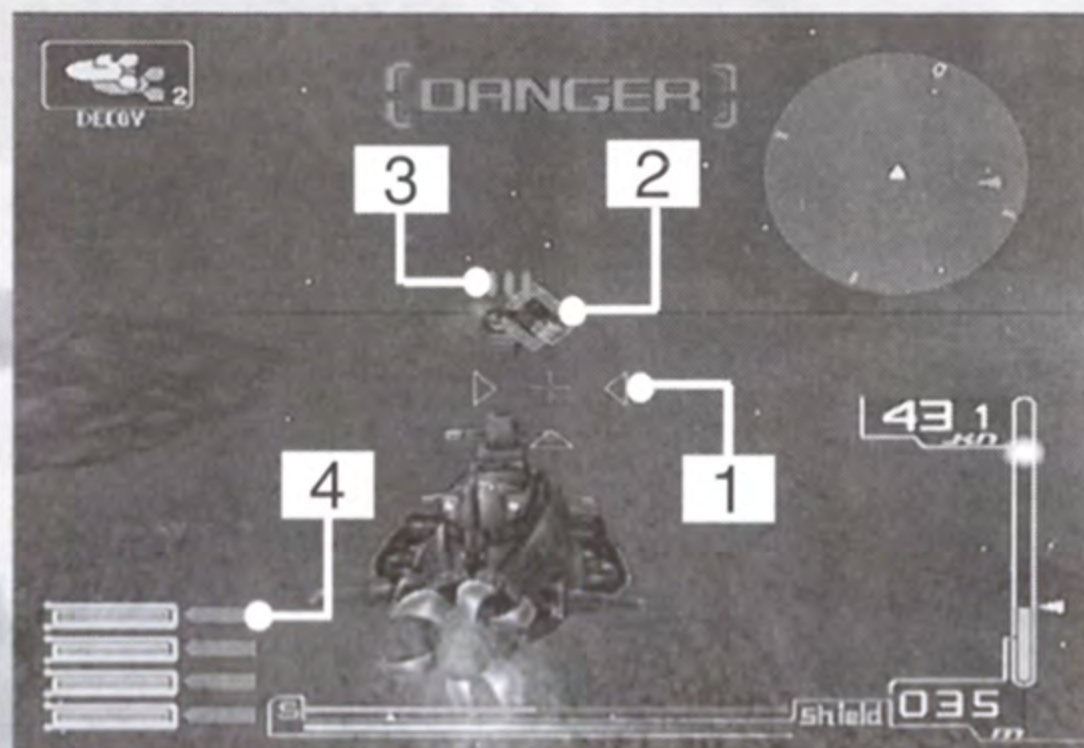
STANDARD WEAPONS

Standard weapons. More powerful ones can be purchased at the SHOP. (pg. 14.)

PRIMARY WEAPON

Torpedo

By holding down the  button, the crosshairs change to a lock-on sight. A torpedo is launched as you release the button. It may require more time to lock on, depending on the distance of the target. By launching the torpedo after locking on, the torpedo homes in on the target. A single target can have multiple lock-ons (torpedoes). Reloading of the torpedoes requires some time, during which torpedoes cannot be launched.



Lock-On Sight

[1] Lock-On Sight

Locks on if the sight captures a target for a certain period of time. A mark will be displayed at the center if a target, within range, is captured within the sight.

[2] Lock-On Marker

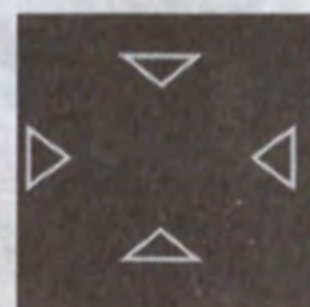
This is displayed on the target that has been locked on.

[3] Lock-On Counter

Displays the number of lock-ons (torpedoes).

[4] Torpedo Launcher Tube Display (during lock-on)

This is displayed when the torpedo in the tube has locked onto a target.




Normal



In-Range

Needle Gun

The needle gun is fired using the  button. After capturing the target in the crosshairs, it shows red marks at four corners when the target is within range. Needle guns have shorter range and less firepower.



Crosshairs



Normal



In-Range

SURFACE WEAPON

Missiles

Missiles are controlled in a manner similar to torpedoes, as described above.

Machine Gun

The machine gun is controlled in a manner similar to the needle gun, as



Missiles



Machine Gun

SPECIAL WEAPONS

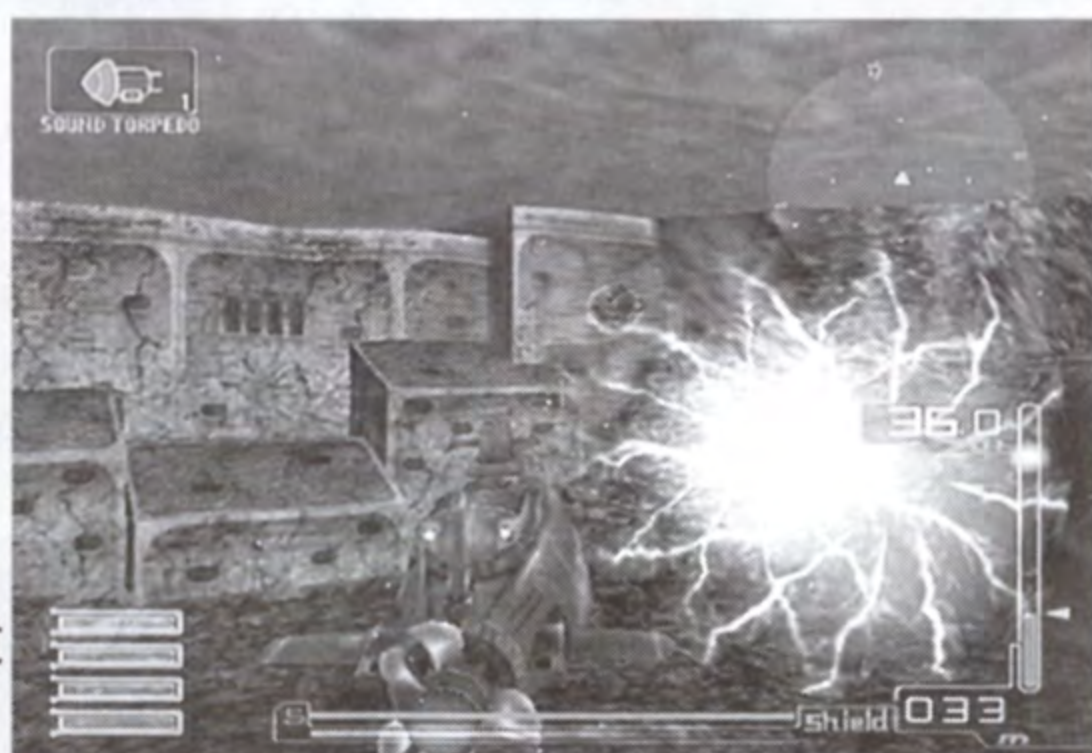
Special weapons can only be used underwater. (There is a limit to how many you can use.) Since only one type can be carried at a time, you must consider the mission carefully before selecting a special weapon. A more powerful weapon can be purchased at the SHOP. (See page 14.)



This is a decoy torpedo. It will continue to exhibit energy response similar to that of the Chronos for a certain period of time. Enemies will mistake the decoy for the Chronos and attack it. The decoy can be used when you really need to avoid being attacked. However, caution must be exercised, since this may not work against some of the more formidable enemies.



A sonic torpedo emits high-frequency noise upon detonation. High-frequency noise confuses the enemy sonar operator, thereby paralyzing enemy vessels momentarily. It is effective against larger enemies.



This is a self-detonating torpedo. After moving straight for a certain distance or hitting an obstacle, the torpedo creates a huge explosion, evaporating everything around it. This weapon affects a wide area, making it suitable as a means of attacking the enemy fleet. However, miscalculating the distance results in a huge waste of firepower.



Other special weapons are also available.

SETTINGS

Weapons and equipment can be purchased at the SHOP. Purchased weapons and equipment can be equipped on the vessel for use in EQUIPMENT.

SHOP

A more powerful weapon can be purchased using your available funds. As you move successfully through the game, more items become available at the shop.

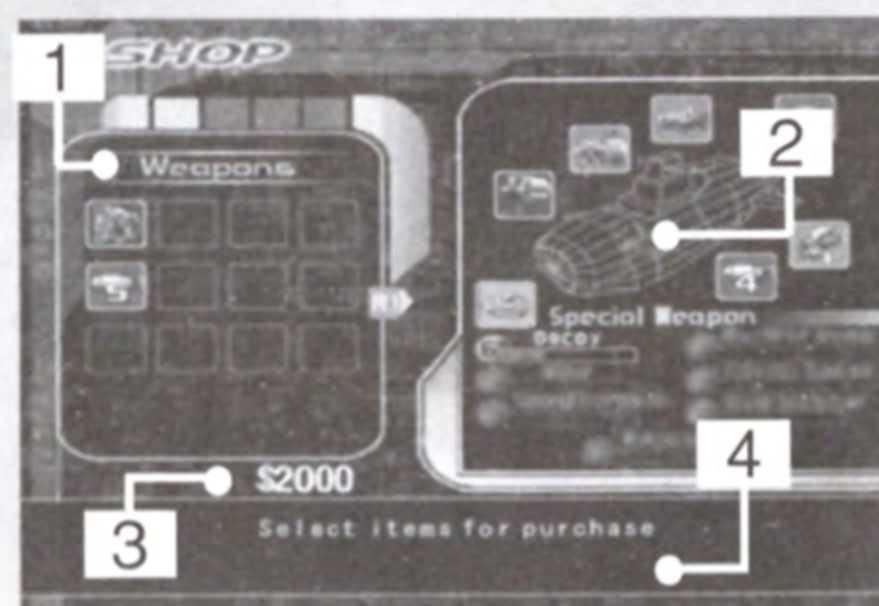
PRIMARY WEAPON

The **R1** button takes you to the next page, while the **L1** button takes you to the previous page. Select an item using the directional buttons or the left analog stick and confirm your choice with the **X** button. Press the **X** button again to purchase the item.

- [1] Equipment List
- [2] Current Equipment Status
- [3] Available Funds
- [4] Description and Price of Equipment
- [5] Detailed Description of Equipment

CUSTOM PAINT

You can repaint the Chronos by fulfilling certain conditions. It shouldn't be so bad to try a different color for a change.



If a weapon is selected, the corresponding description will be displayed.



EQUIPMENT

Purchased equipment cannot be used unless it is carried on the vessel. Change the equipment on the vessel using the Equipment screen.

WEAPONS

The **R1** button takes you to the next page, while the **L1** button takes you to the previous page. Select a weapon using the directional buttons or the left analog stick and confirm your choice with the **X** button.

- [1] Weapons List
- [2] Current Equipment Status
- [3] Weapon Description



SEARCH

Each area contains buried treasures and items from the Ultra-Ancient Civilization. A reward is given to the one who discovers buried treasure. Since you're allowed to play a cleared mission as many times as you want, we recommend that you aggressively search for treasures. This can be helpful when you want to purchase an expensive weapon.

HIDDEN TREASURES

Each mission area contains a variety of buried treasures.

TYPE OF TREASURE

You may find multiple treasures of the same type. When a new type of treasure is discovered, its name is displayed in red. You may not find all treasures in a single search. Challenge yourself again and again to collect more treasures. Buried treasures are ranked in one of four categories: CHEAP, NORMAL, RARE and S. RARE. Each of the different ranks implies a different reward amount. However, a buried treasure with a higher reward is more difficult to find.



CHECK TREASURE

You can check the list of your discoveries in "Treasure" from the Base menu. (See pg 9.) The **R1** button takes you to the next page, while the **L1** button takes you to the previous page. Select a treasure using the directional buttons or left analog stick in order to display the graphics and description of the treasure.



ITEM

There are items other than buried treasures.

POWER UP

Sometimes a shield capsule is set in the mission area. Getting the capsule will recover the shield for a certain amount.



OPTIONS

Various settings such as those governing the controller, sound and screen are available.

CONFIGURATION

Various settings regarding game play are avail-

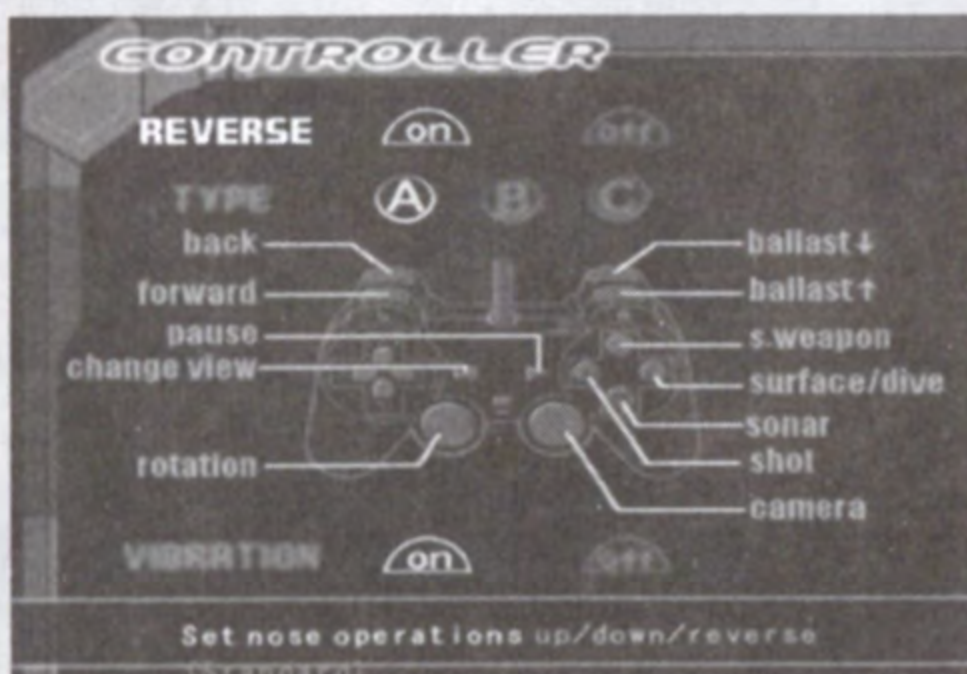


The controller type is configured. Select an item using the directional buttons or the left analog stick to change the setting.

REVERSE: Configures how to control the vertical orientation of the vessel's nose

TYPE: Sets the button configuration type

VIBRATION: Turns the Vibration function on/off

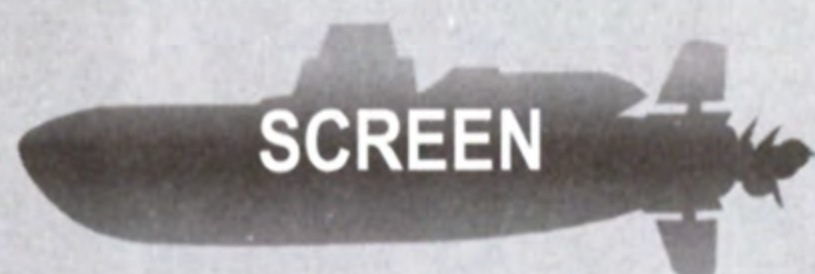
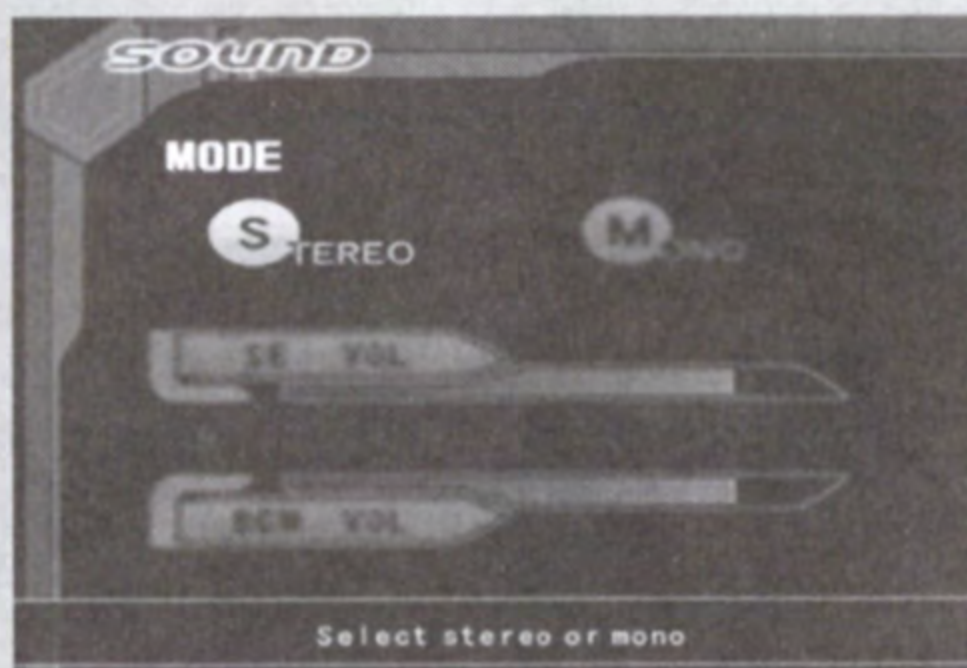


Sound is configured. Select an item using the directional buttons or the left analog stick to change the setting.

MODE: Switches between stereo and monaural

SE VOL: Sets the volume for sound effects

BGM VOL: Sets the volume for background music



You can adjust the screen position using the directional buttons or the left analog stick.



Returns to the previous screen.

STAGES

Battles between Allied Forces and the Empire are fought in a submerged world. To play the game successfully, you must continue to accomplish various types of missions.



Area of Exposed Remains

Search and discovery of ancient artifacts. Ancient cities have appeared in the wake of gigantic tectonic movements. What are the ancient people trying to convey to us? Their anger? Their pity?



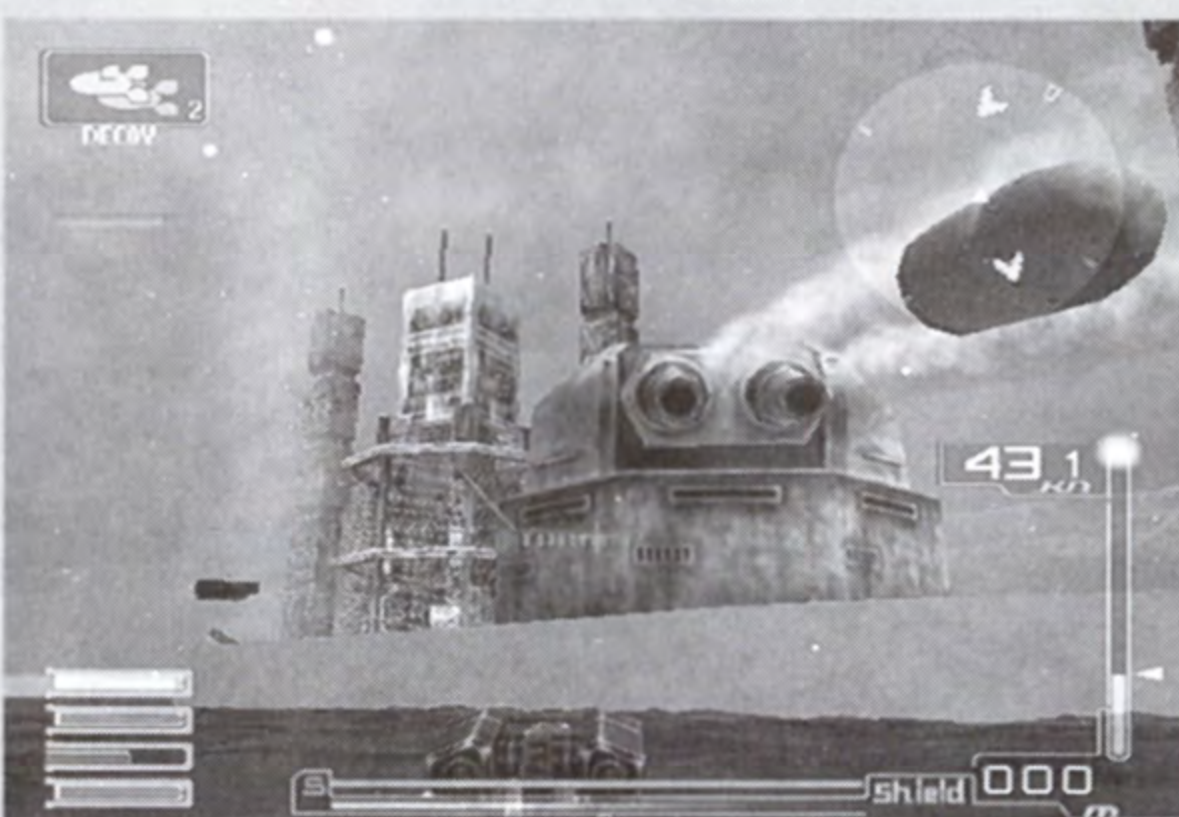
Trench

Destroying the enemy frontline in the endless depths of oceanic crevasses, evil tries to attack Chronos from out of the darkness.



Surface

Sink a destroyer crossing the channel. While trying to complete a mission, a huge destroyer suddenly appears. You must sink the warship if you want



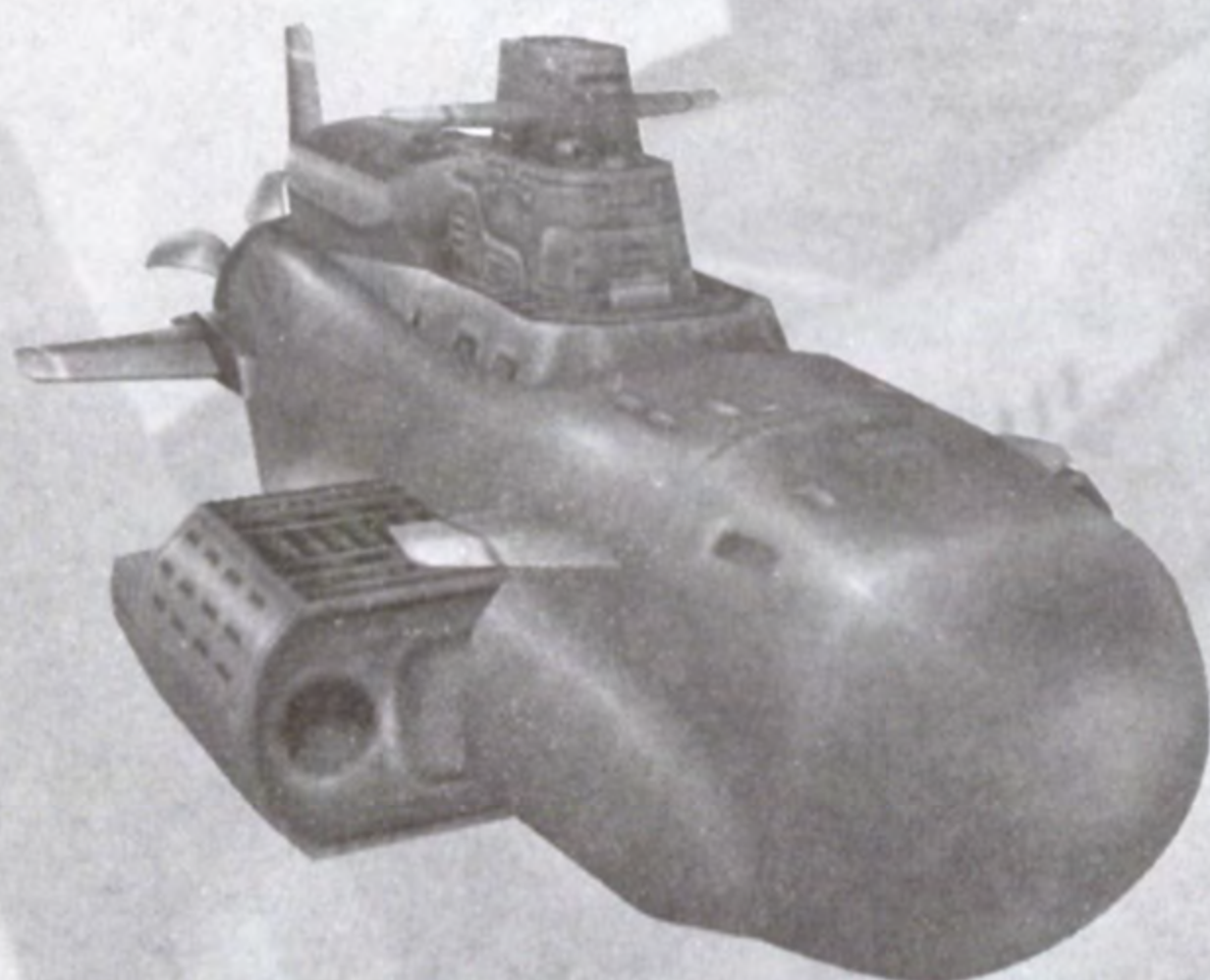
Permafrost

Surprise attack on enemy base. The imperial main base is found in this land of extreme cold. The frigid ocean mercilessly attacks anything.



Allied Forces

The Allied Forces were established as the rebel power against the Empire, which has orchestrated a reign of terror. The forces were compelled to retreat amid the sheer amount of resources that the Empire has devoted to this war. Their final and only hope is their latest submarine.



UBS1218R Chronos

The latest vessel equipped with the newest search technology, known as "X-Sonar."

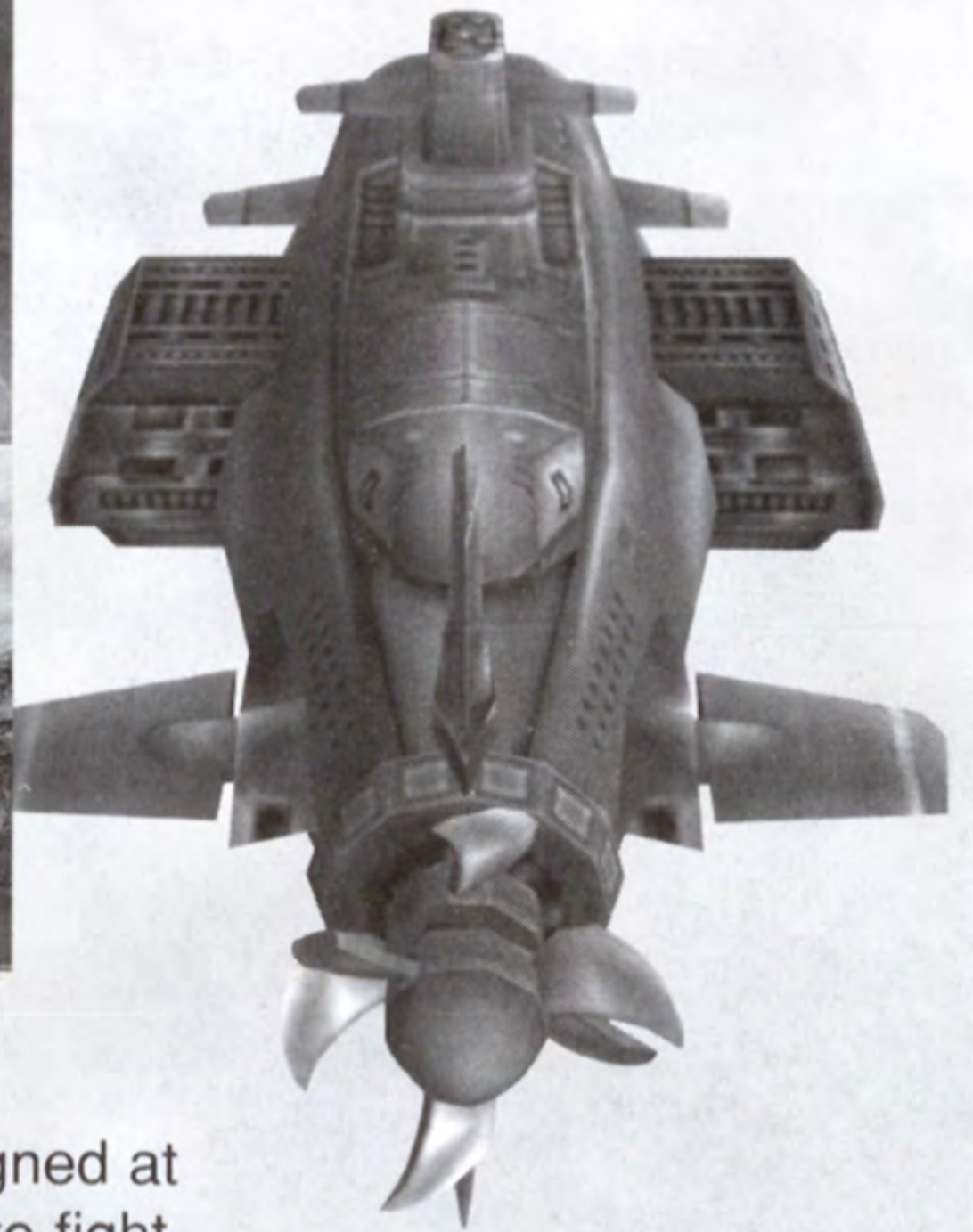
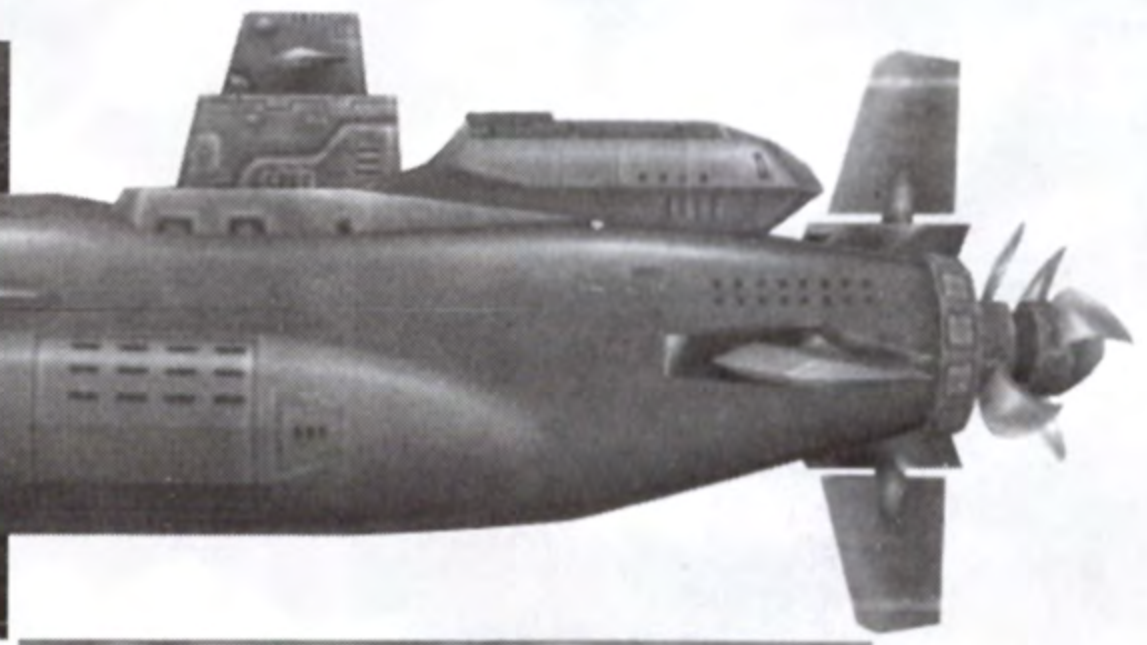
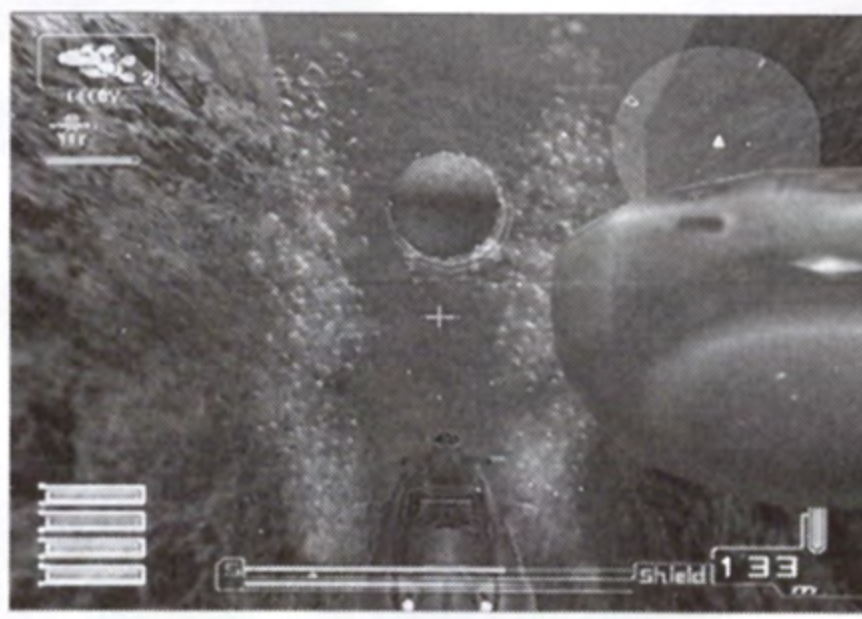
Using double reverse propellers, the Chronos is faster than the Achilles, whose most notable strength was its speed. Other improvements are also evident, such as a rapid-fire torpedo tube. Since the cost for constructing this vessel is very high, it isn't in mass

production. Yet, in the hands of a skilled pilot, a single Chronos is capable of handling multiple imperial vessels.

The design concept is based on the Rumford theory, which states that in underwater areas, the key to winning a battle is not firepower but evasive

DATA

Maximum speed: 43 knots
 Length: 7.57 m
 Height: 3.16 m
 Width: 3.31 m
 Maximum depth: 140 m
 Torpedo launcher tubes: 2
 Needle guns: 2
 Machine guns: 2
 M-5 missile pod: 1 (missile launcher tubes: 2)



UBS1201

Achilles

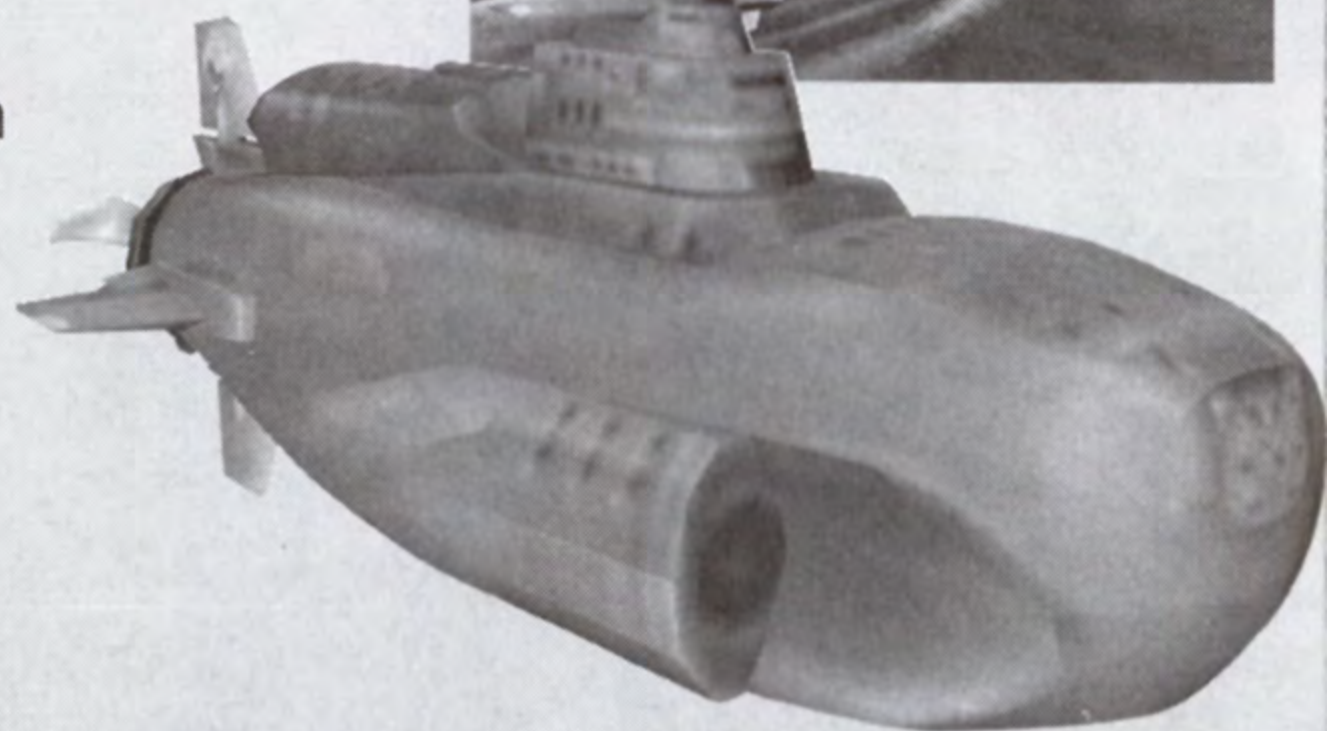
The Achilles is a battle submarine designed at the time of Allied Force establishment, to fight the imperial navy.

At the time of its release, it was a swift vessel boasting a top speed of 35 knots. However, its once-impressive specifications are becoming obsolete.

Like the Achilles, Allied Forces' submarines tend to be smaller than those of the Empire, and they are often single-seaters.

DATA

Maximum speed: 35 knots
Length: 6.80 m
Height: 2.76 m
Width: 2.77 m
Maximum depth: 160 m
Torpedo Launcher Tubes: 2
Needle Gun: 1





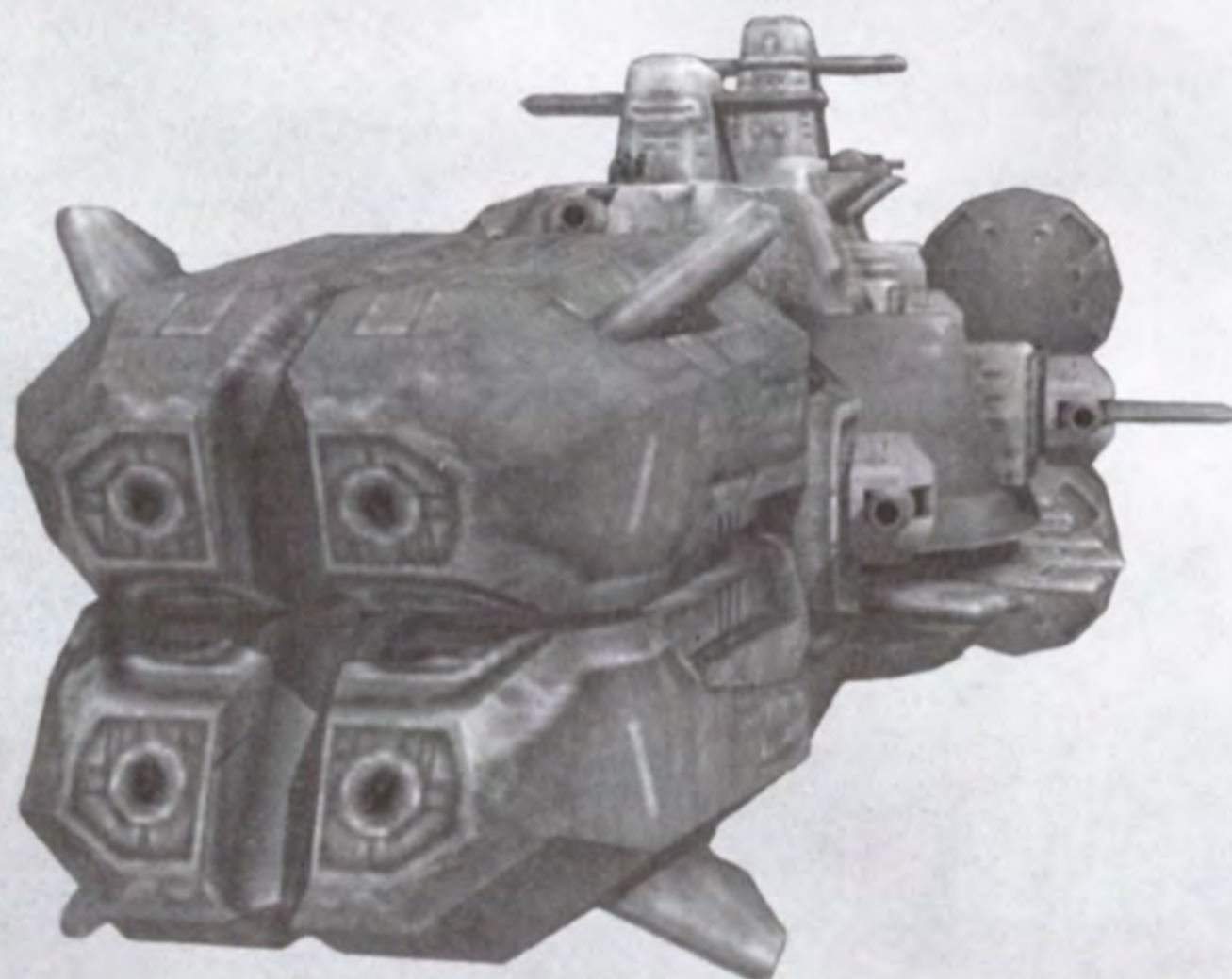
Empire

These are the mobile weapons of the Empire, which is attempting to gain total control of the submerged world. Underwater military technology has seen remarkable advances since the great disaster, and these weapons are far superior to what we have available today. The Empire plans to rule the world through use of its massive resources.

Daglezenair WS287-GB6

The monstrous flagship of the Empire, it was constructed during the middle stages of the war, and from the start seemed to lead the Empire to victory. Attacks using the Empire's massive resources would not have been possible without this underwater battleship.

It carries a maximum of 16 Ganeha-class vessels and numerous cannons. The large-scale torpedo launchers that appear when the bow area opens have enough firepower to demolish an underwater military base. The underwater battleship carries an imperial admiral, is customized as a flagship, and is referred to as a "greya."



DATA

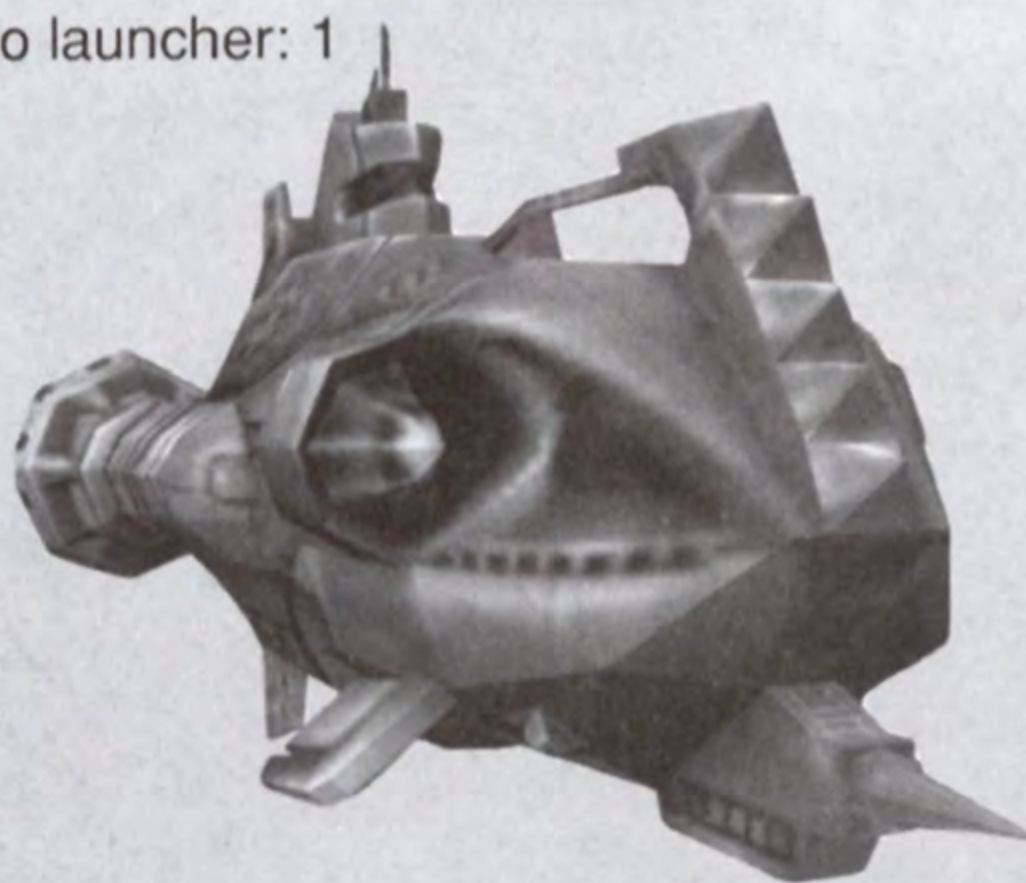
Maximum speed: 13 knots	Double needle-gun turrets: 7
Length: 187.42 m	1500 mm cannons: 9
Height: 63.46 m	Bow torpedo tubes: 4
Width: 91.0 m	Stern torpedo tubes: 4
Maximum depth: 280 m	Large-scale torpedo launcher: 1

Ganeha GF35-A1

This is the most common imperial vessel. It holds two crewmen, who serve as the pilot and operator/gunner during battle. Although its basic specifications are similar to that of an Achilles, customization is up to each crew and there are considerable differences from one vessel to another. Allied forces refer to imperial vessels of this size as being in the Ganeha class.

DATA

Maximum speed: 37 knots	Maximum depth: 200 m
Length: 10.95 m	Torpedo launcher tubes: 2
Height: 6.48 m	Needle-gun launcher opening: 1
Width: 5.2 m	



Toros GF35-C55

This submarine was originally developed for drilling into rock.

The rear half of a Ganeha is used. Although this ship has been versatile in setting up an underwater base and digging up artifacts and mineral resources, it is also a capable combat vessel that can charge with its drill in the front. Once the Empire started to show interest in the Promethean Civilization, these vessels have been seen more in use by the excavation

troops. It is a single-seat vessel.



DATA

Maximum speed: 54 knots

Length: 10.55 m

Height: 4.94 m

Width: 5.19 m

Maximum depth: 120 m

Large drill: 1

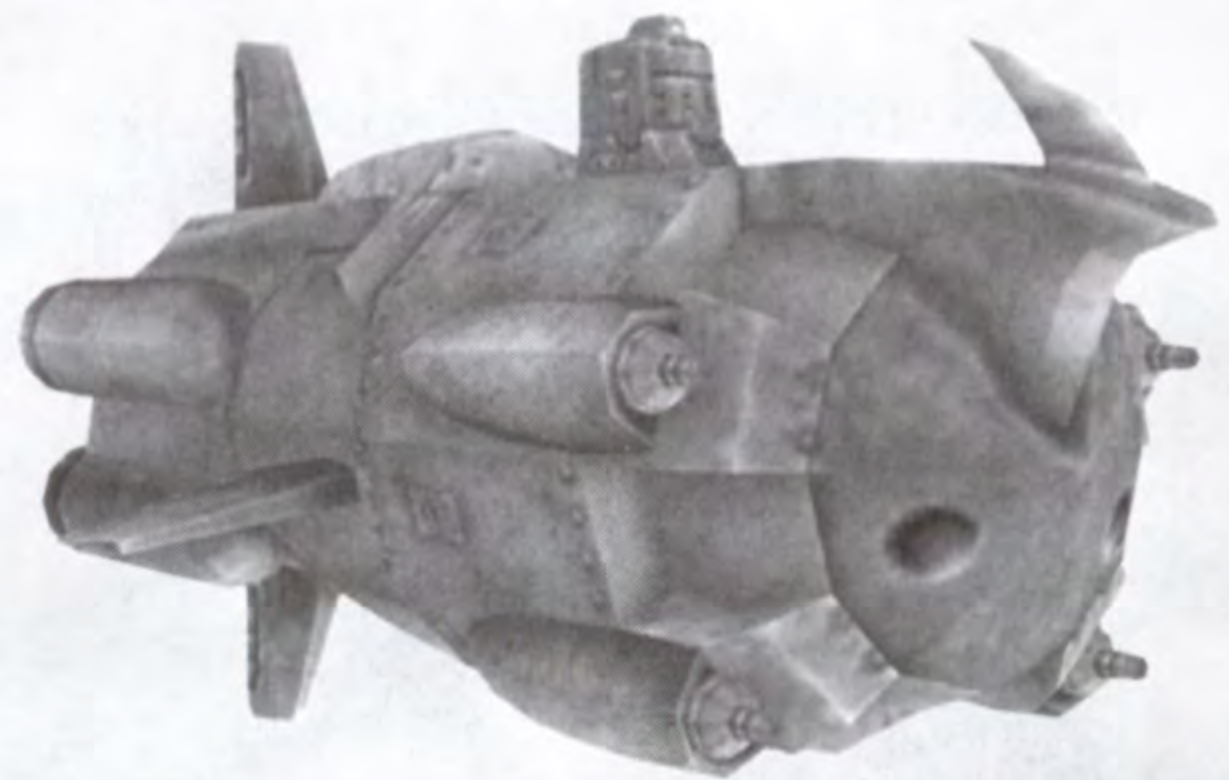
Mine catapult: 1

Needle-gun launcher opening: 1

Gungorower GTF400-A7

The Gungorower is a large vessel designed at the same time as the Ganeha. Due to the strong armor and firepower concentrated at the bow of the vessel, it tends to be used as the core of an assault force. This ship is large but lacks mobility. It can become a sitting duck if the enemy positions itself in the Gungorower's blind spot.

Therefore, this ship is rarely deployed alone but is usually guarded by Ganeha or other vessels. Since it has a large hold, it may take on a mission to transport mineral resources or ammunition. Allied Forces refer to imperial vessels of this size as being in the Mizhera.



DATA

Maximum speed: 40 knots

Length: 35.07 m

Height: 16.55 m

Width: 15.66 m

Maximum depth: 200 m

Bow torpedo launcher tubes: 2

Stern Torpedo launcher tubes: 1

Needle-gun barbettes: 4

Hammerhead ATS

This is not an official naval vessel but a customized warship made by the engineers at Lidoe. It is designed primarily with hydrodynamics in mind. The highly streamlined body and characteristic bow rudder have earned it the name "Hammerhead." The operators are usually mercenaries like you, but are hired by the Empire.

They customize their ships according to their missions. Hit-and-run attacks executed at tremendous speed have destroyed numerous vessels of the Allied Forces.



DATA

Maximum speed: 75 knots

Length: 13.13 m

Height: 5.03 m

Width: 6.31 m

Maximum depth: 180 m

Needle-gun launcher opening: 3

Torpedo launcher tubes: 3

Mine catapult: 1



Ultra-Ancient Civilization

Subsequent to the gigantic plate movements, various ancient artifacts have been found, far surpassing the present scientific level. This means that highly civilized creatures existed prehistorically. The military values of ancient artifacts are priceless, and as such have ignited the excavation war between the Allied Forces and the Empire. The battle is now reaching a new stage.

The First Guardian

This autonomous mobile weapon is referred to in ancient military documents as the Guardian. Most of them are at least 100 m tall, with enough power to turn a city into a sea of flames in a heartbeat. Many today believe that the prehistoric catastrophes that took place were actually caused by guardians.



DATA
Not avail-

GENERAL HINTS

EQUIP RIGHT

Each mission has normal weapons and engine shields that are most suitable for a particular mission. The shortest path to accomplishing a mission is to choose the optimal equipment.

The same goes for special weapons. Select a weapon that's most suitable for the mission, and use it wisely.



GATHER ITEMS

Treasures buried in each mission area are artifacts from the Ultra-Ancient Civilization, and these may induce the development of new weapons. Keep looking for buried treasures in order to acquire more powerful weapons.



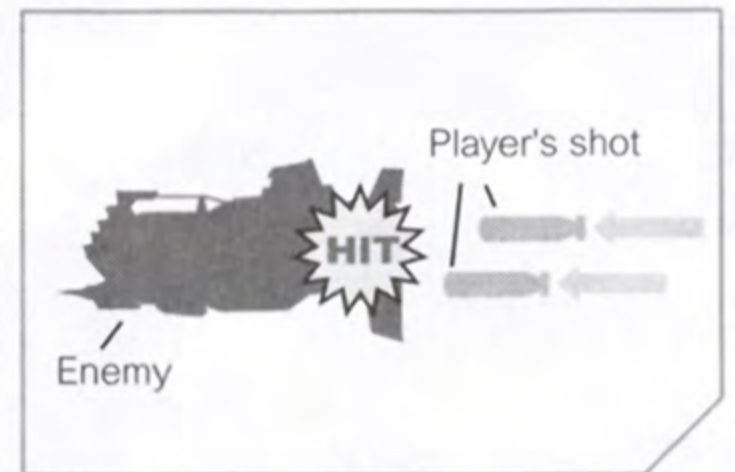
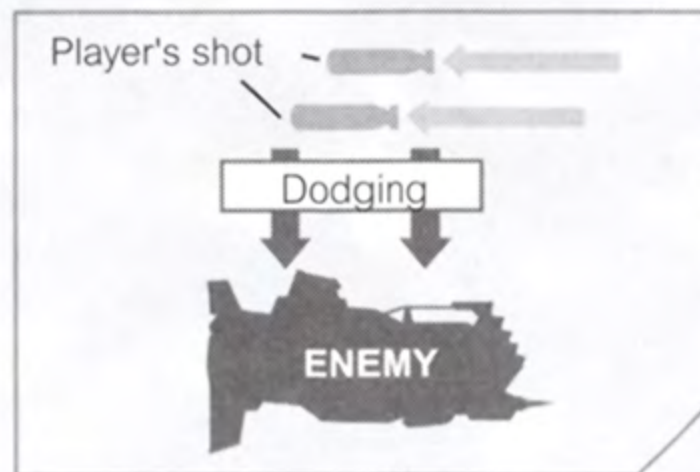
TECHNIQUES

We have listed techniques and advice for controlling the submarine and attacking the enemy. Use these tips to complete your missions.

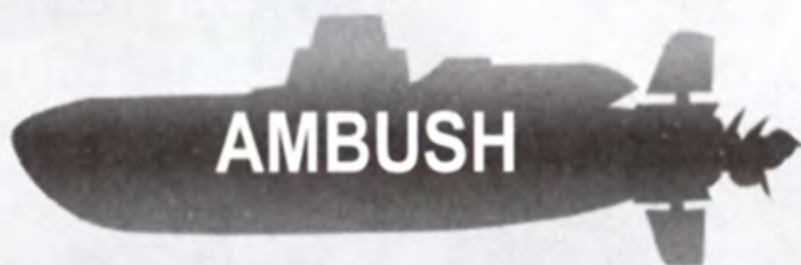
HINTS ON ATTACKING



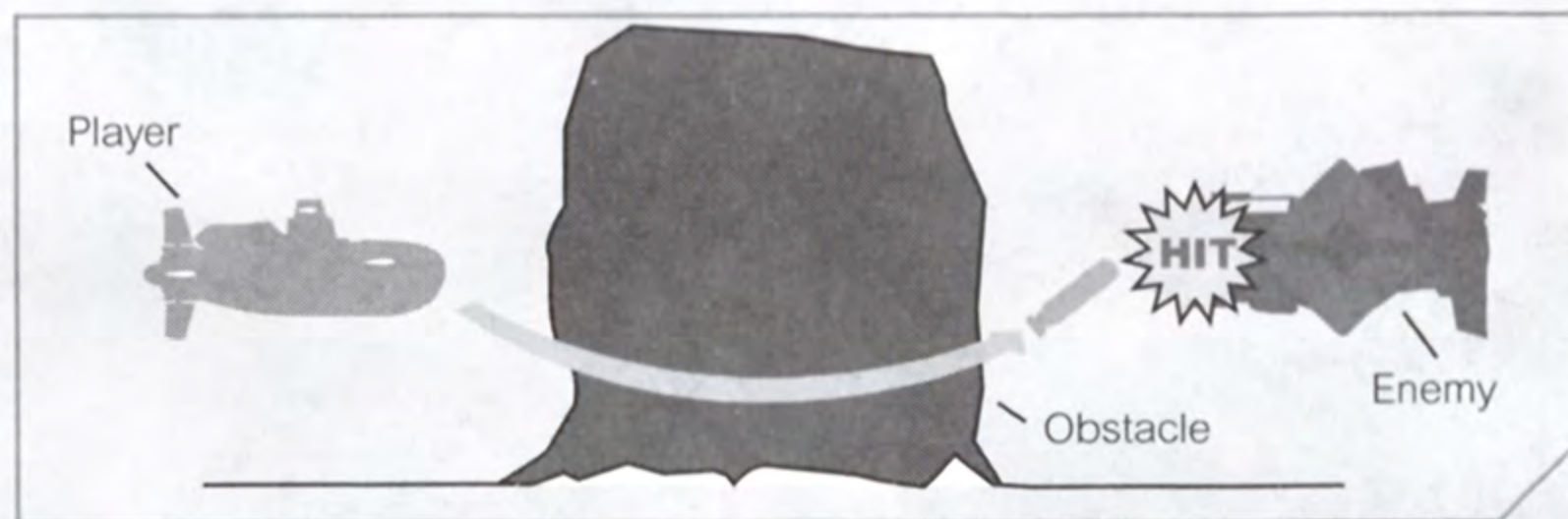
If you fire your torpedoes from behind the enemy, there is less chance of your enemy evading the torpedoes compared to firing them from a position in front of the enemy.



Frontal attack is easier to evade.
Rear attack is harder to evade.



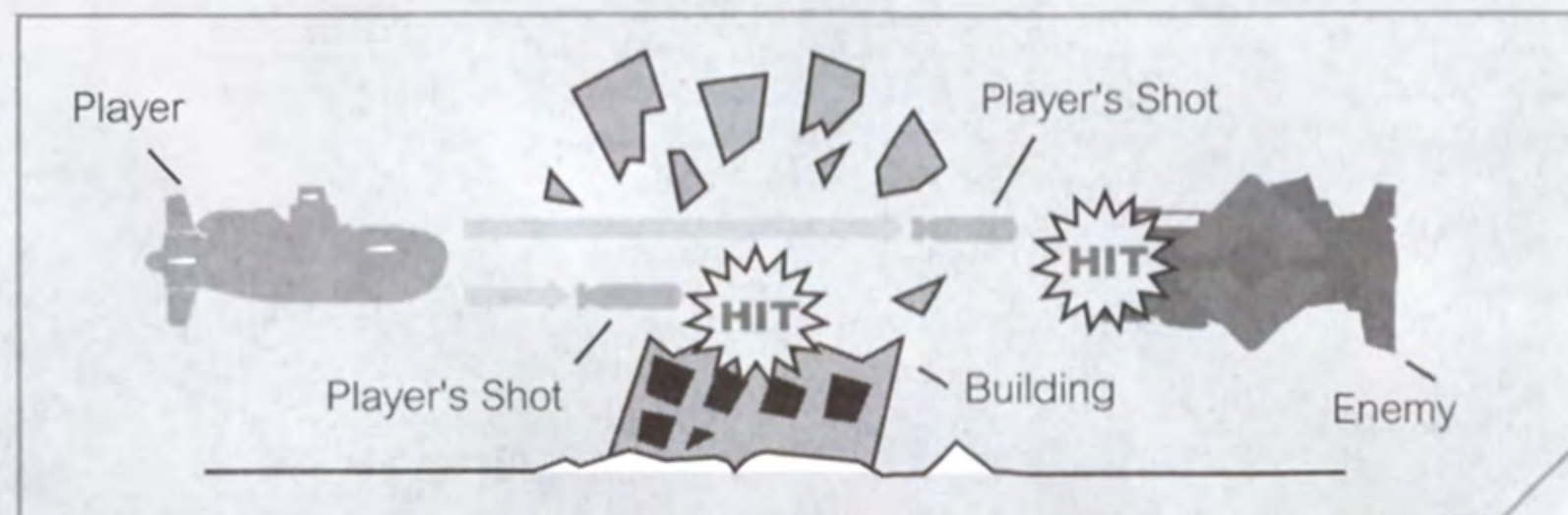
After locking onto an enemy behind a wall or obstacle, you can safely destroy your enemy by launching the torpedo in a direction that guides it around the obstacle.



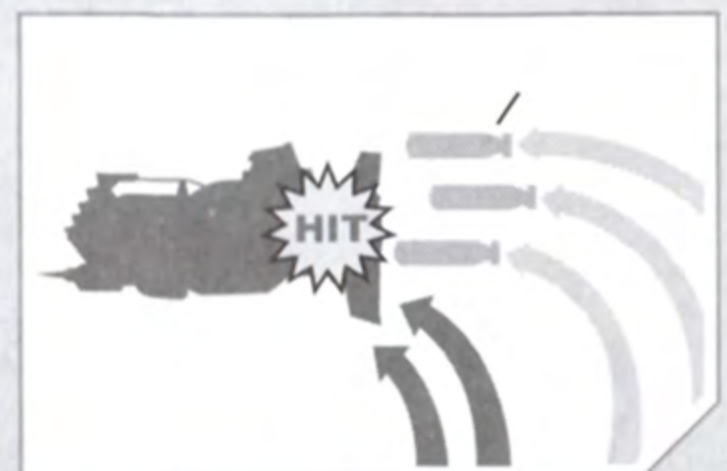
After locking on, adjust the angle to launch the torpedo so that it can go around the obstacle.



If the enemy is positioned behind a building, lock on at least two torpedoes from behind the building. The first torpedo will destroy the building, while the subsequent shots can crush the enemy.



When locking on the torpedoes, multiple lock-ons increase the torpedoes' tracking ability due to the effects of "lock-on interference." The tracking ability increases as the number of lock-ons increase.



When the enemy can evade a single lock-on, multiple lock-ons give you a better chance.

HINT ON MANEUVERING

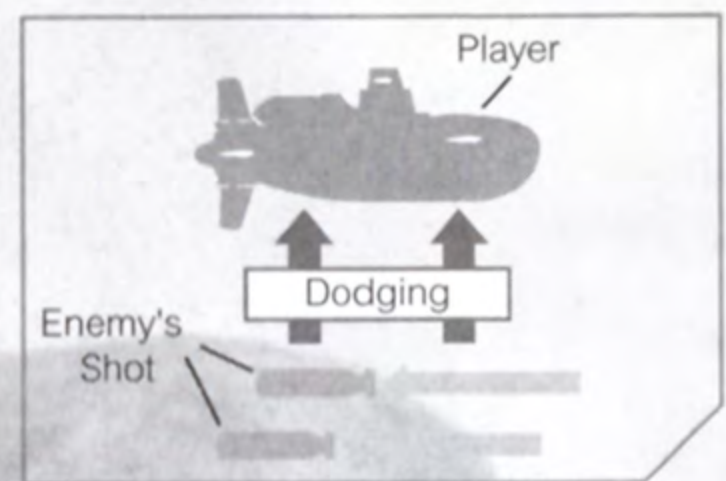
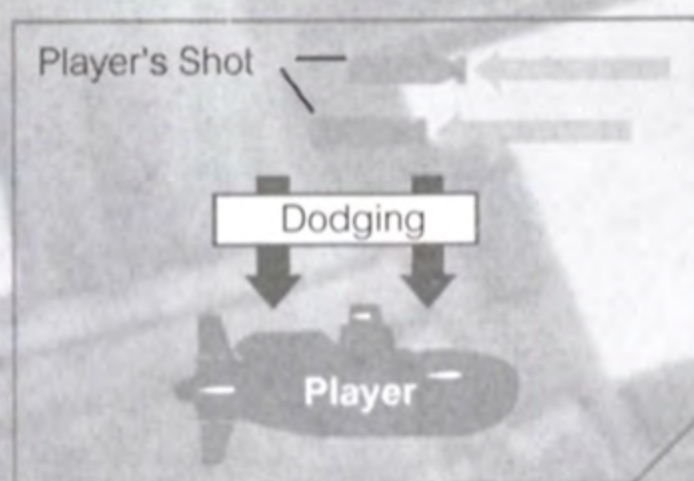
The accomplishment of a mission depends not only on how you attack but also how you evade enemy fire



When the messages CAUTION or DANGER are displayed on the screen, be sure you use X sonar to check the locations of enemies and enemy torpedoes on your radar. It is imperative that you always understand your surroundings.



When enemy torpedoes draw near, you'll have a better chance of dodging the torpedoes if you wait until the last minute and use a ballast move rather than a right or left turn.



CREDITS

Metro3D:

Producer: Baldwin Yen

Voice Actors: Baldwin Yen, Jeff Hofmann

Sound Support: Jeff Hofmann

Translation Support: Chris Kramer

Licensing, Japan: Rica A. Kuno Matsumura

VP, Sales and Marketing: Joe Morici

Exec. Director, Marketing: Corey Tresidder

Director, Worldwide Creative Services: Shaun Tsai

Creative Services: Alex Chu

VP, Operations: Eva Chiu

Operations Support: Kim Chang, Laura Lee

VP, Finance: Joey Hu

Business Affairs: Stephen Lin, Winnie Lo, Eric Chiu, Giancarlo Capozzoli

QA Manager: Saeed Goraya

QA: Rob Martin, Juan C. Heriquez, Ed General, Kevin Lee

WARRANTY

Please read this license carefully before installing or using the software. By using this software, you agree to be bound by the terms of this license. If you do not agree to the terms of this license, do not use the software and promptly return this package and all its contents to the place of purchase for refund.

The manual and software programs and audiovisuals of the accompanying media which are described by the manual are copyrighted and contain proprietary information belonging to Metro3D, Inc. No one may give or sell copies of this manual or the accompanying media, software or the listings of the program in compiled form to any persons or institutions, except as provided for by written agreement with Metro3D, Inc. No one may copy, photocopy, reproduce, or translate this manual, or reduce it to machine readable form, in whole or in part, without the prior written consent of Metro3D, Inc. Any unauthorized person(s) reproducing any portion of this program, in any media, for any reason, shall be guilty of copyright violation, and shall be subject to civil liability at the discretion of Metro3D, Inc.

Neither Metro3D, Inc. nor any dealer or distributor makes any warranty, express or implied with respect to this manual, the software, or any related item, their quality, performance, mechanability, or fitness for any purposes. Some states do not allow limitations on how long an implied warranty lasts -- the above information may not apply to you.

As a condition to the warranty coverage provided below and to ensure identification, the original purchaser must register their customer contact information via e-mail to game_webmaster@metro3d.com or visit www.metro3d.com to register. Metro3D, Inc. warrants to the original purchaser that the media is free from material defects for 90 days, except those defects caused by use or neglect subsequent to purchase. In no case will Metro3D, Inc. be held liable for direct, indirect, or incidental damages resulting from any defect or omission in the manual, or any related items and processed, including, but not limited to, any interruption of services, loss of business, anticipated profit, or any other consequential damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which may vary from state to state.

If the product becomes damaged by accident or abuse, or if you make any unauthorized attempt to modify or duplicate the product, no warranties or rights apply to you. For Consumer Service, visit www.metro3d.com.

If a defect covered by this warranty occurs during the 90-day warranty period, Metro3D, Inc. will repair or replace the product at its option, free of charge. To receive this warranty service, send the defective product, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address here:
Metro3D, Inc. 12 South First Street, 10th Floor, San Jose, CA 95113

Sub Rebellion © 2002 Irem Software Engineering Inc. Irem Software Engineering logo is a registered trademark of Irem Software Engineering Inc. Sub Rebellion and (the) Sub Rebellion logo are trademarks of Irem Software Engineering Inc. Published and distributed exclusively by Metro3D, Inc.

SUB REBELLION™



Metro3D, Inc. www.metro3d.com 12 South First Street, 10th Floor, San Jose, CA 95113

© 2002 IREM SOFTWARE ENGINEERING INC. All Rights Reserved. IREM SOFTWARE ENGINEERING and the IREM SOFTWARE ENGINEERING logo are registered trademarks of IREM SOFTWARE ENGINEERING INC. Sub Rebellion and the Sub Rebellion logo are trademarks of Metro3D, Inc. Published by Metro3D, Inc. Metro3D and the Metro3D logo are trademarks of Metro3D, Inc.

Licensed for play on the PlayStation 2 computer entertainment system with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The rating icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



Metro3D

